



AFZ

PRESENTS

the ATARI FLASHBACK PORTABLE

IN STORES MID-NOVEMBER

Includes 60 Atari 2600 Favorites:

Frogger, Centipede, Millipede, Missile Command, Pong

Adventure
Adventure II
Air Raiders™
Aquaventure
Asteroids®
Astroblast™
Atari Climber
Black Jack
Bowling
Breakout®
Centipede™
Circus Atari™

Crystal Castles®
Dark Cavern™
Demons to Diamonds™
Desert Falcon
Dodge'Em
Double Dunk™
Fatal Run
Frog Pond
Frogger
Frogs and Flies™
Fun with Numbers
Golf

Gravitar®
Hangman
Haunted House™
Human Cannonball™
Millipede™
Miniature Golf
Miss It!
Missile Command®
Night Driver™
Pong (Video Olympics)
Radar Lock
Realsports® Basketball

Return to Haunted House
Saboteur™
Save Mary
Secret Quest
Shield Shifter
Slot Machine
Solaris
Space Attack™
Star Strike™
Starship
Stellar Track™
Strip Off

Submarine Commander
Super Breakout
Swordquest: Earthworld
Swordquest: Fireworld
Swordquest: Waterworld
Tempest®
Video Checkers
Video Chess
Video Pinball
Wizard
Yars' Return
Yars' Revenge®

SD Card Slot • Rechargeable Battery



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ATARI FLASHBACK® PORTABLE

ultimate classic portable player



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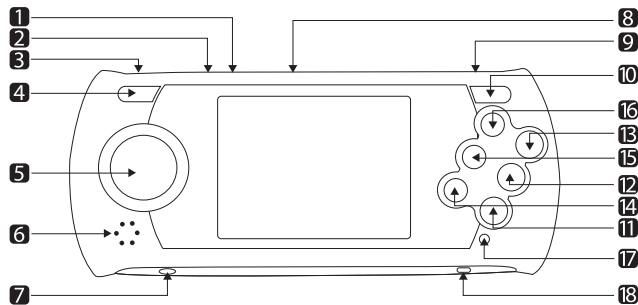
AtGames Digital Media Inc. www.atgames.us

**BUILT-IN 60 GAMES
INSTRUCTION MANUAL**

(MODEL NO.: AP2632)

Game Console Appearance and Button List

The image below shows the location of the output ports and buttons. (The illustration is for reference only.)



- | | |
|--|---|
| 1 Mini USB Port
Mini USB port for charging. | 10 Start/Reset
Start/Reset gameplay. |
| 2 AV Out
Audio/Video Output. | 11 A Key
Fire/Action/Unpause. |
| 3 Charging Indicator
It is red during charging,
yellow when it is fully charged. | 12 R Key
Right difficulty. |
| 4 Menu
Player's operation menu. | 13 S Key
Game Level Select. |
| 5 Direction Pad (D-Pad)
Controls your character during
game play. | 14 T Key
TV type. |
| 6 Speaker
The audio speaker. | 15 L Key
Left difficulty. |
| 7 Earphone Jack.
Earphone Jack. | 16 P Key
Pause game. |
| 8 SD Card Slot
SD card slot. | 17 Low Battery Indicator
When it is lit, charge your
battery promptly to avoid a
sudden shut down. |
| 9 Volume Control Switch
Rotate dial to increase/decrease volume. | 18 Power On/Off
Power on/off the player. |

How do I play the game?

- Slide the "ON/OFF" key to "ON" to turn on the game player. Slide the "ON/OFF" key to "OFF" to turn off the game player.
- Press "Up" or "Down" on the D-Pad to select one of your favorite games, then press the "START/RESET" or "A" key to enter the selected game. Press "RIGHT" or "LEFT" on the D-Pad to turn the page.

How do I switch back to game menu while playing the game?

Press "MENU" key, and the screen will go back to the game menu page.

How to play on TV?

Connect the game player to TV by using AV cable (AV cable is not included. To purchase accessories for your game player, please visit: www.atgames.net). Configure the TV input source to AV in, then press the "ON/OFF" key to display game menu on TV. The player will detect the presence of a TV and display the game video on TV screen automatically when you press "ON/OFF".

NOTE: Consult your TV manual to help in making adjustments for optimal display.

To connect the Atari Flashback Portable to a TV with the optional AV cable, the unit must first be powered off. When the unit is powered back on, the Atari Flashback Portable will display on the TV and its internal screen will be off. To resume normal operation, power off the Atari Flashback Portable and remove the AV cable from the unit.

How to play the games on my SD card?

- Turn off the game player.
- Insert the SD card into the SD slot.
- Turn on the game player.
- Select "SD CARD BROWSER" on the last page of menu, press key "A". You will then enter a menu page of the games in the SD card.
- Select a game and press "START/RESET" or key "A".

NOTE: Highest capacity memory card supported: 8GB.

How to add games to SD?

- Insert SD card to PC (SD card is not included).
- Create a folder with the name of GAME or Game (if the SD card doesn't have it yet).
- Place games in the GAME or Game folder.

NOTE: Please do not insert/remove the SD card while the power is turned on. It may damage the game player.

IMPORTANT NOTE: Certain Atari 2600 games may not be compatible with the Atari Flashback Portable.

How to charge my player?

1. Connect the player to a computer using the USB cable (included) or a USB charger (not included).
2. You may also use a USB switching power adapter (not included) to connect with the USB charging cable and the household AC outlet to charge the player.
3. USB adapter specification:
Input Voltage: 100 - 240V AC
Output Voltage: 5.0V DC/ Output Current: 500mA
Your battery should be fully charged after 11 hours for the first time, and subsequent charging will take about 7 hours each time. After each full charge, the battery can provide you about 4-6 hours of game playing.

Safety Notice:

Do not submerge the game player in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your game player.

* Batteries are only to be charged by adults or by children at least 8 years old.

Warning: Changes or modifications not expressly APP by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help

Repair and Exchange Service

If the unit is damaged due to its improper use or simply wear and tear, and if the place where the product was originally purchased can't do an exchange of this product, a standard repair and exchange program may help. Please visit http://www.atgames.us/Repair_c2.htm for more details about the repair and exchange program.

Battery Safety Messages

The battery is not replaceable. To prevent possible battery leakage, overheating or explosion, please pay attention to the following measures.

Safety

- ▶ Should not be put into water. Should be placed in a dry and shady environment when not used.
- ▶ Should not be used or stored near sources of heat such as fire or heater.
- ▶ When charging, please use included charger only.
- ▶ Should not be thrown into the fire or heater.
- ▶ Should not be connected as short circuit.
- ▶ Should not be struck, thrown, or stepped on.
- ▶ Should not be welded directly.
- ▶ Do not use nail or other sharp tools to pierce the battery.

Caution

- ▶ Do not use or store your device where it is exposed to extreme heat, such as beneath the window of a car in direct sunlight in a hot day. Otherwise, the battery may be overheated. This can reduce the battery performance and shorten its life.
- ▶ Do not place your device under strong electric field or magnetic field.
- ▶ Doing so may damage the battery safety protection devices, thus bringing latent risks.
- ▶ Do not use the device if it gives off an odor, generates heat, becomes discolored or deformed, or appears abnormal in any way. If the device is being charged, remove it from the charger immediately.

***Note:** Each game features multiple difficulty levels and play variations. When starting the game, default is set to EASY mode.

Adventure

The object of Adventure is to rescue the “Enchanted Chalice” and return it to the “Golden Castle”, without getting eaten by evil dragons.

Adventure II

Rescue the “Enchanted Chalice” and place it inside the “Golden Castle” where it belongs.

Air Raiders™

As the pilot of your bomber, your mission is to blast the enemy out of the sky. Zero in on enemy planes, bank right or left, climb and dive. It's a hit! But be sure to keep track of your fuel and ammo, you may have to land to refuel.

Aquaventure

Discover what the ocean depths hide as you dive to retrieve the hidden treasure.

Asteroids®

The object of the game is to destroy as many asteroid boulders as possible and keep your ship in space as long as possible. Use your direction pad to maneuver your ship through space and press the red (fire) button to shoot.

Astroblast™

The excitement of defending your planet! Falling meteors, missiles, and enemy spacecraft all might knock out your position, but you have both automatic and semi-automatic firing sequences to defend against the onslaught.

Atari Climber

A sunny weekend afternoon of baseball behind Atari's corporate headquarters becomes an adventure through the halls of the great video game company. A home-run ball lands on top of the roof of the building and you'll need to sneak in and get it back. On your way up you'll need to avoid moving obstacles. Hurry, as time is of the essence!

Black Jack

Why go to Vegas when you can gamble on your Atari? Now this is exciting! Atari Flashback, brings you real casino-style Blackjack where you and up to two of your buddies can try your luck against the computer dealer. The object of is to obtain a hand of cards that adds up to total higher than the dealer does, without going over 21.

Bowling

To bowl a strike, (knock down all 10 pins in one try) position your player so that the ball hits in the middle of the first pin, causing a chain reaction and resulting in a strike. Press the FIRE button to roll ball towards pins.

Breakout®

Anyone who had an Atari in the '80's knows what this is. It's a classic. Use your direction pad to bounce the ball into the brick wall. Each time you hit a brick it disappears. Once you break through, the ball will bounce around the top knocking out blocks rapidly. Try to get rid of all of the bricks on the screen. It's harder than it sounds. High scoring bricks speed up your ball, and hitting the ceiling shrinks your paddle.

Cannonball (Human Cannonball™)

Shoot a man out of the cannon and into the water tower. To accomplish this, you must calculate the angle of the cannon, the speed at which the man travels from the cannon, and the distance between the cannon and the water tower.

Centipede®

Aim your magic wand and shoot sparks to stop these pests in their tracks.

Circus Atari®

POP! POP! POP! Pop the balloons and score points. A wall of red, blue, and white balloons will appear at the top of the screen. You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons.

Crystal Castles®

Move the bear through the castle and pick up the gems, but avoid all of the creatures chasing you. Though this game is similar to Pac-Man, it's a bit more complicated, as there are numerous mazes and stairs to climb. Here's the basics on the creatures: the ball-shaped gem-eating monsters can be killed by touching them when they are eating. Trees can be stunned by jumping over them. Bees appear when you're not moving fast enough, and the witch can only be avoided by wearing a magic hat.

Dark Cavern™

Relentless robots are the attackers in the Dark Cavern. Eliminate one robot and it is replaced by an even smarter one. People-sized spiders, spider webs, and bats also spell trouble. Use your laser gun to destroy the attackers and score points.

Demns to Dimnds (Demons to Diamonds™)

The player must shoot demons whose color matches that of the gun. If successful, the demon transforms into a diamond, which can itself be shot for additional points. If a player shoots a demon of a different color, the demon transforms into a skull.

Desert Falcon®

You are the royal Desert Falcon questing for precious games and Egyptian hieroglyphics hidden in the endless desert. Watch out for the flying beasts, blazing firepots, and howling sphinxes as they guard the jewels you seek.

NOTE: 2 Player mode is not available on this device.

Dodge 'Em

Collect as many as dots as possible. It's you against the computer crash car. Accelerate. Change lanes. Each driver gets three heats. A crash ends the heat. If your score looks too good, another crash car comes on course. Different levels of difficulty keep the game a constant challenge.

Double Dunk™

Double Dunk tests your strategy as you race against the clock to lead your team to victory. As OFFENSE, use the direction pad and fire button to choose your plays, set picks, pass, jump, and shoot. As defense, use the fire button to block shots and grab rebounds.

Earthworld™ (Swordquest: Earthworld™)

Armed with only your wits, you descend into a fantastic netherworld on a mysterious quest. Step by step, you must make your way through the labyrinth, and uncover the enchanted treasure.

Fatal Run

The object of the game is to drive through all 32 levels and release the life-saving satellite. Along the way you must distribute the radiation vaccine throughout the major cities, while collecting the pieces of the launch code. If you complete the code and all levels, the satellite launches and you win the game.

Fireworld™ (Swordquest: Fireworld™)

You are a detective, an explorer, and a courageous warrior all in one, blazing a trail through a fiery netherworld. Use your skill and cunning to find the magic Chalice and solve the Fireworld puzzle.

Frog Pond

The object is to leap and catch as many insects as you can with your frog's tongue, trying not to miss any of the insects. Depending on the game variation, you have 4 to 9 misses before the sun sets on the pond and you go to bed hungry!

Frogger

It's tough to be a frog! Life isn't all lazy days and lily pads- it abounds with dangers. In fact, every leap Frogger takes could be his last! Help Frogger survive some perils, and hop Frogger home to safety.

Frogs & Flies

An exciting and fun-filled fantasy for the younger set. Frogs and Flies gives you complete control over jumping frog and scoring action as you try to catch the elusive flies! Great game for the young - challenging for everyone.

Fun with Numbers (Basic Math)

Complete the equation by selecting the correct number. Pick from addition, subtraction, multiplication, and division.

Golf

Try nine holes of golf on our course. You control the direction and the power of your shot. But, watch out for the rough, it may cost you penalty strokes. The computer automatically records your score.

Gravitar®

Your Galaxy is under threat of attack from Gravitar. The only possible way to stop him is to break his hold on the four galaxies. You can either destroy the bunkers on all the planets, or activate the reactor at the core of the Alien Reactor Blast and escape before the deadly explosion.

Hangman

Your object? To complete the Hangman Word within eleven incorrect letter guesses. Games 1, 2, 3 and 4 are one-player games in which one player competes against himself and the computer.

Haunted House®

You are stumbling around in a dark and dusty haunted mansion. To escape, find the pieces of magic urn. You'll encounter giant hairy tarantulas, vampire bats and a menacing ghost.

Haunted House II (Return to Haunted House)

The object of the game is to find the three pieces of the magic urn and carry them back to the main entrance of the mansion, before losing all 9 of your lives. Your score is based on the number of matches you use during your search, and the number of lives you use.

Millipede®

Creepy, crawly bugs – jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms and earwigs – have invaded your little garden patch. And you've got to blast fast to get rid of them! But watch out! The millipedes – cousins to the famed CENTIPEDE – are the most insidious insects of all! And if you're not careful, you might be caught in a swarm of bees, mosquitoes, or dragonflies. Fast action graphics and real bug sounds make this game just like the arcade smash hit.

Miniature Golf

MINIATURE GOLF is a nine hole course complete with moving obstacles. You'll need a good sense of timing along with the ability to judge distance, to beat the par for each hole. The lower your score the better.

Miss It!

Miss It is a one player game where the object is to keep your square away from all the other objects that are bouncing around the screen. It starts out easy at first with only one other square to avoid. Soon there are two other squares to avoid, and then three squares, then four, then five. Each new square that appears is preceded by a warning beep. Later on in the game small rectangles come out instead of squares. The rectangles are harder to see and more challenging to avoid. The longer the game goes on the crazier it gets. The game ends when you are touched by one of the other objects. How long can you last?

Missile Command®

The object of the game is to defend your cities and missile bases. The enemy fires interplanetary ballistic missiles and cruise missiles, both of which are aimed to destroy your cities and missile base. There are only two types of cruise missiles; smart cruise missiles, which try to evade your anti-ballistic missiles (ABMs), and dumb cruise missiles, which fall in a straight path.

Night Driver™

Night Driver is a simple two-dimensional driving game. Your perspective is from behind the wheel of the car as you drive down the highway. The object is to score points by getting as much distance as possible in the least amount of time.

Pong® Sports(Pong®)

The games are a collection of "bat and ball" style games including pong, soccer, volleyball, hockey, and basketball.

Radar Lock

The safety of a nearby aircraft carrier is in your hands. You are the ace of a supersonic F-22, the latest, most powerful airborne weapon yet created. Below is the carrier. Above is enemy. Your buddies are nowhere in sight and it is up to you to clear the skies of devilish interceptors, stealth fighter and bombers.

RS Basketball (Realsports® Basketball)

This is a 2-on-2 game with characters. One player uses the upper half of the court, while the other moves around the lower court. Shoot the ball to the basket to score.

Saboteur®

At the Rocket Construction Site, press your direction pad left or right to move either left or right. To fire, press your direction pad action button while simultaneously pressing the direction pad up or down to shoot up or down. At the Warhead Factory and Warhead Showdown, press your direction pad up, down, left or right to move in the same direction. Press your action button while aiming the direction pad up, down, left or right to fire in those directions.

Save Mary

The player controls a crane at the top of the valley that picks up crates. Move direction pad down to pick up crate by holding action button the button. Pile up the crates to build up a platform to save Mary.

Secret Quest

Vicious creatures now occupy eight vital space stations in their effort to conquer our peaceful solar system. It is up to you to destroy these locations and their evil inhabitants in order to save the human race. It's furious, non-stop action and you'll need speed, courage, combat skills, and a sharp sense of directions.

Note: Press Key T to bring up status screen.

Shield Shifter

Shoot your way through the shifting shields to give yourself a clean shot at the attacking Alien Queen!

Slot Machine

Various symbols make up the wheels of this slot machine, but the standard rules apply. You start out with 25 coins, and can bet up to 5 at a time. You can choose from a traditional "jackpot" type, in which you win based on which 3 symbols show up in the center, or a "payoff" game, in which additional coins allow a payoff if a winning combination shows up in the top, bottom, or diagonal lines as well.

Solaris

Save the brave Solaris Pioneers from the vicious Zylon fleet! Speed your StarCruiser through the galaxy, firing photon torpedoes to show 'em you mean business. Blast those Cobra Ships, Star Pirates, and Mechnoids before they blast you!

Space Attack™

It's you and your squadron against the attacking aliens. Control the strategy and the action for defending your Mother Ship. Pinpoint alien attackers, then go to a close-up pilot's view for battle!

Star Ship

Destroy as many spacecrafts and robots as possible within a time limit, all while dodging asteroids and avoid asteroids and other varied space objects to cover the greatest distance possible.

Star Strike™

Hair-trigger action as you hurtle your spaceship through a trench to destroy the alien force that is threatening the planet earth! Enemy starships try to blast you into bits as you bomb their alien missile silos. Three-dimensional action.

Stellar Track™

The objective of your mission is to destroy the Aliens in the galaxy with PHOTONS or PHASORS before they destroy you. If you run out of time (STARDATES) or fuel (ENERGY), we Terrans are lost!

Strip Off

Try to keep the alien from stealing your planet's entire protective barrier!

Sub Commander (Submarine Commander®)

You are at the helm of a submarine equipped with radar, sonar depth charge indicators, torpedoes, and fuel and temperature gauges. As commander of the submarine, you must sink the enemy ships before running out of fuel. Once your fuel level reaches 0, the game is over.

Super Breakout®

Super Breakout is extremely challenging with terrific new game sounds. Try your hand at Double, Cavity, Progressive or regular Breakout.

Tempest®

The object of the game is to survive as long as possible and score as many points as possible by clearing the screen of enemies that have landed on the playing field. The game takes place in a closed tube or open field which is viewed from one end and is divided into a dozen or more segments. The player controls a claw-shaped spaceship that crawls along the near edge of the playfield, moving from segment to segment. This ship can rapid-fire shots down the tube, destroying any enemies within the same segment, and is also equipped with a Superzapper, which destroys all enemies currently on the playfield once per level.

Video Checkers

Video Checkers offers 19 game variations and has nine levels of difficulty to challenge both the young and the old. The computer plays by the standard rules of checkers. The most important rules are: a player must jump when able. A piece which jumps into the king row and is promoted to a king cannot continue jumping on the same turn. The game ends when player cannot move. This could occur because the player is blocked, or because the player has no pieces left.

Video Chess

Try this sophisticated approach to the classic thinking man's game. As in any chess game, the object is to capture the opponent's king. VIDEO CHESS offers eight skill levels from beginner to expert.

Video Pinball

Okay, pinball lovers get set for the ultimate video pinball challenge, complete with electronic sounds and flashing colors. Hit bumpers, spinners, targets, and rollovers to rack up points.

Waterworld™ (Swordquest: Waterworld™)

Join the SwordQuest Challenge. Dive into the depth of WaterWorld and search for clues to win the Grand Prize of the WaterWorld contest- a jewel-encrusted Crown. You'll need expert hand-eye coordination to navigate the school of octopi, the sea of sharks, and the fast-moving ice floes that block your journey. You'll also need detective-type mind to figure out the numerical clues of this adventure-puzzle game.

Wizard

Both you and the imps have "damage points" that keep track of how good your health is, denoted by the counters at the far right and far left of the screen respectively. Get hit by an imp's magical bolt or touched by an imp and your damage goes up by 2 points. Hit an imp with your own magical bolt and their damage goes up by 2. If your counter goes up to a 100, it's game over! If the imp's counter goes up to a 100 its curtains for them. However, the Flame seems to have a mind of it's own and goes deeper in to the catacombs after each confrontation. So it's onward to a deeper and much harder level of the catacomb and deadlier imp for you.

Yars' Return

After enduring countless centuries of tyranny under the rule of the Qotile Empire, the Yarians plan an assault deep within the hive of the Qotile Homeworld. Three brave Yarians are sent to venture deep within the heavily guarded underground complex of the Qotiles. Their ultimate objective - the Master Qotile chambers and to do battle head to head against the Master Qotiles. Once defeated, move your Yarian quickly into the next complex and see out another Master Qotile.

Yars' Revenge®

The Yars are in trouble and have only you to help them battle the evil enemy. Journey to the distant Razak Solar System where mutant super space flies are battling for their very lives. The primary objective of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon.

If the TV only has the inputs shown below the customer can still connect their yellow cable into the green input. The white can go into the LEFT white audio input. For some TVs the user may have to go into their TV settings and change the input from component to composite. Most TVs will do this automatically.

